

EXHIBIT 50



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In-App Billing on Android Market: Ready for Testing

[This post is by Eric Chu, Android Developer Ecosystem. —Dirk Dougherty]

Back in January we announced our plan to introduce Android Market In-app Billing this quarter. We're pleased to let you know that we will be launching In-app Billing next week.

In preparation for the launch, we are opening up Android Market for upload and end-to-end testing of your apps that use In-app Billing. You can now upload your apps to the Developer Console, create a catalog of in-app products, and set prices for them. You can then set up accounts to test in-app purchases. During these test transactions, the In-app Billing service interacts with your app exactly as it will for actual users and live transactions.

Note that although you can upload apps during this [test development phase](#), you won't be able to actually publish the apps to users until the full launch of the service next week.

| Product | Price | Date | Status |
|-------------------------|------------|----------------|-------------|
| Potion | USD \$1.02 | March 22, 2011 | ✓ Published |
| Ring of Doom | USD \$0.99 | March 22, 2011 | ✓ Published |
| Scroll of Scare Monster | USD \$1.02 | March 22, 2011 | ✓ Published |
| Two Handed Sword | USD \$1.00 | March 22, 2011 | ✓ Published |

To get you started, we've updated the developer documentation with information about how to [set up product lists](#) and [test your in-app products](#). Also, it is *absolutely essential* that you review the [security guidelines](#) to make sure your billing implementation is secure.

We encourage you start uploading and testing your apps right away.

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